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It's been quite a while since oldunreal had an overhaul, but we are moving to another server which require some updates and changes. The biggest change is the migration of our old reliable YaBB forum to phpBB. This system expects you to login with your username and old password known from YaBB.
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If you have any further concerns feel free to contact me: Smirftsch@oldunreal.com

Jazz is in Harry Potter 1(maps test)

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User avatar

luke11685
OldUnreal Member

Posts: 312
Joined: Wed Mar 28, 2018 10:38 am
Contact:

Jazz is in Harry Potter 1(maps test)
by **luke11685** » Thu Oct 17, 2019 12:31 pm

Time has come for another tests. Harry Potter 1 PC version of Unreal Editor 1 is very unusual than in case of Unreal 1 I guess because officially Harry Potter 1 pc port never had official level editor so it was fanmade by Harry Potter old school fans. I have to admit importing maps were way much more easier than I thought. However this hp1 unreal editor 1 can't loadmaps that well like I did importing Unreal 1 level maps to Jazz Jackrabbit 3.

At least this level map camera angle(just like in Crash Bandicoot moving spherical boulder,but it's running troll instead) makes it easier to accomplish this map.

That's why fanmade hp1,2&3 unreal editor 1 pc version disapointed me a lot.
http://www.mediafire.com/file/bwbc2i0jexpyen6/Jazz_is_in_Harry_Potter_and_The_Philosopher%2527s_Stone.rar/file

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